

wide ruled
COMPOSITION BOOK

Peggle Dual Shot
Instruction Manual

20 sheets

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

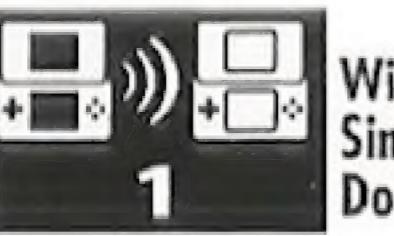
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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

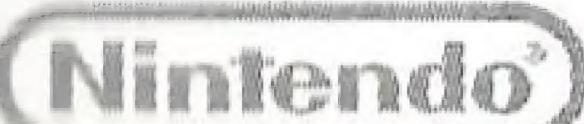
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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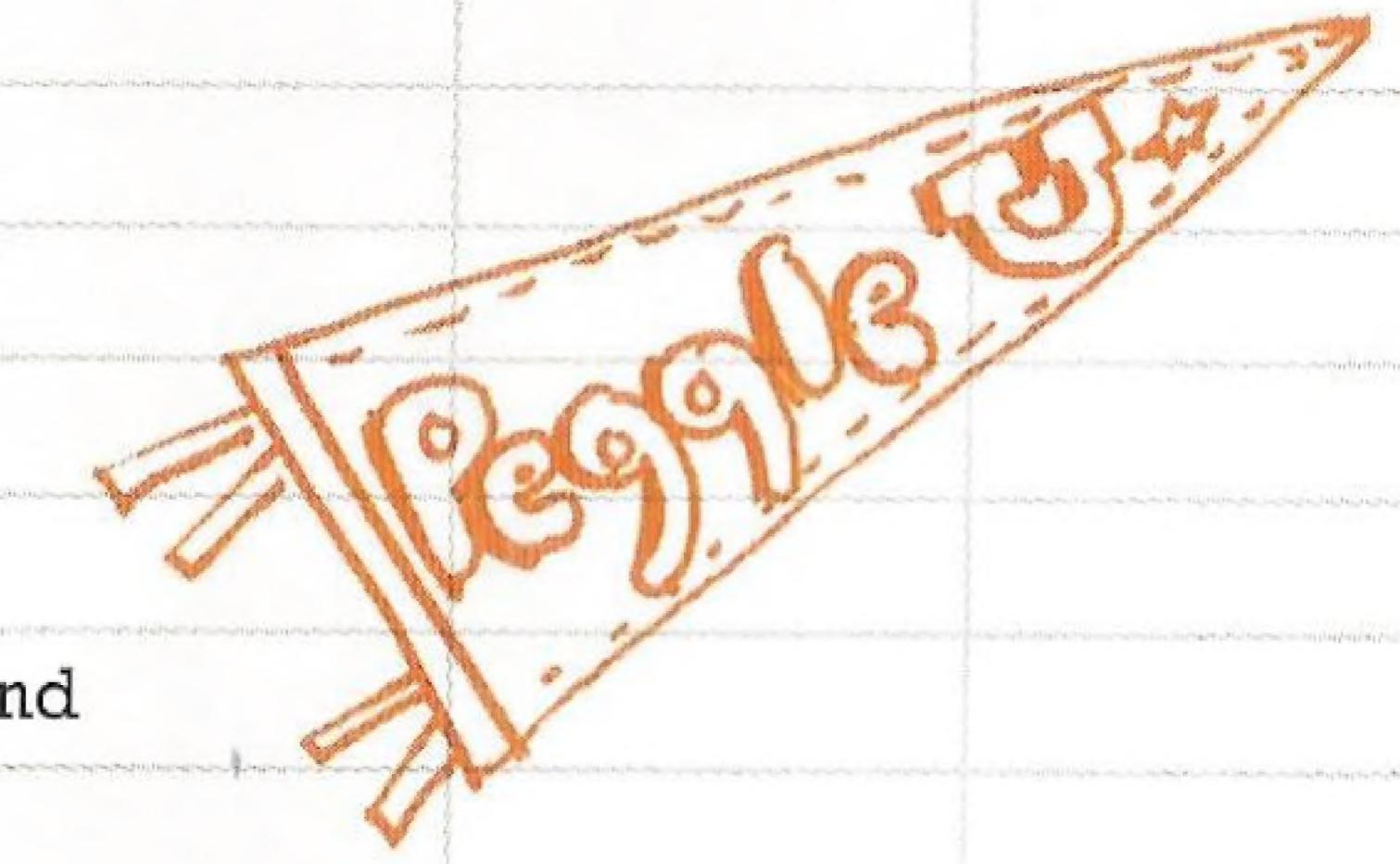
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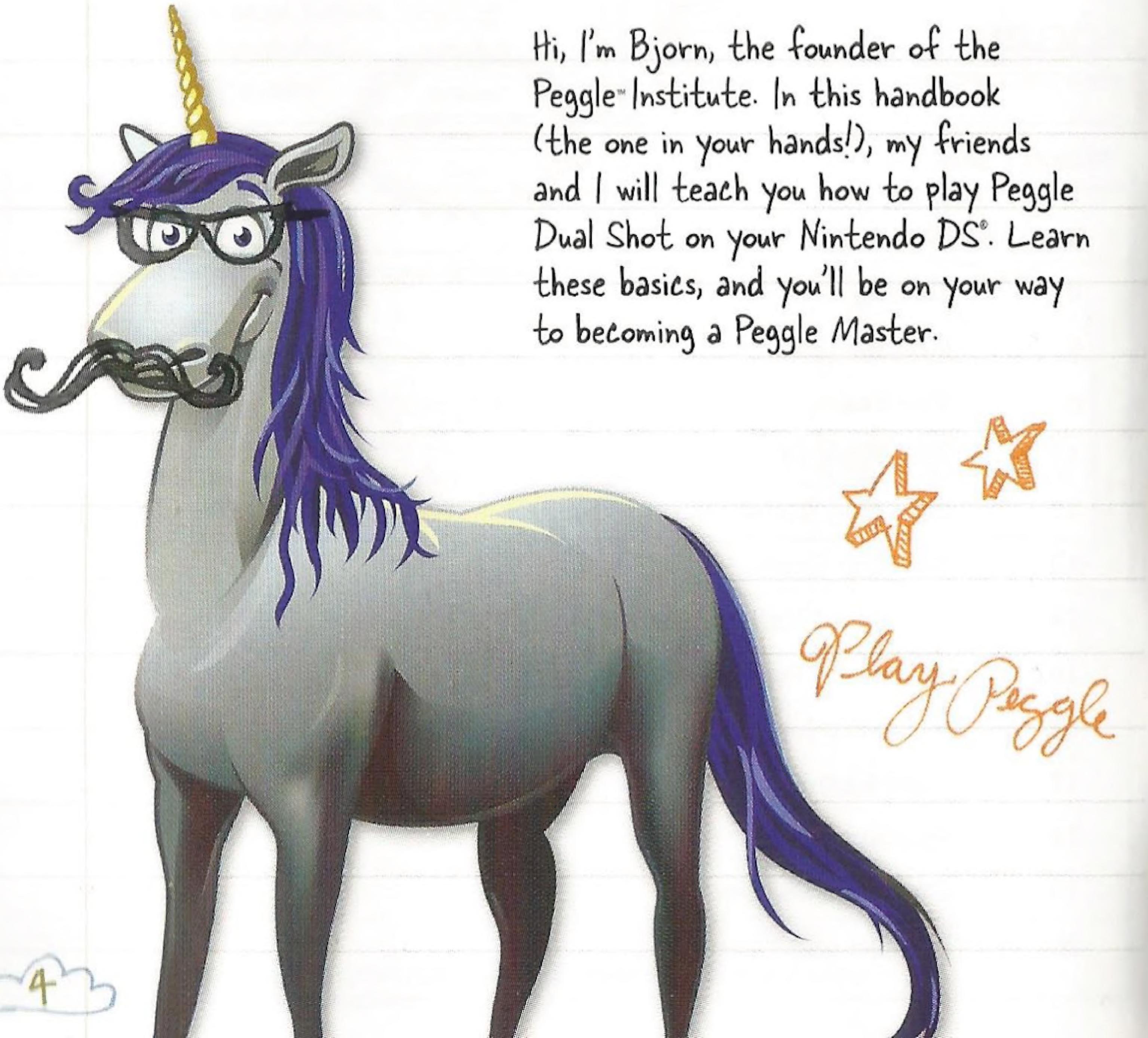
DATE Today

SCHOOL Peggle U.

PERIOD	MON.	TUES.	WED.	THURS.	FRI.
4	Welcome				
5	Getting Started				
6	Choose Your Mode				
8	The Basics				
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Welcome to the Peggle Institute!



Getting Started

Your journey to Peggle greatness starts here: insert your game cartridge, and then turn the system on.

When you first launch Peggle, you will need to create a profile. Your progress and high scores will be saved to this profile. You can create up to three profiles on each cartridge.



Night and Day

Peggle Dual Shot includes both Peggle and Peggle Nights — two full Peggle games in one! The main menu screen changes between day and night depending on the time of day. Complete your journey through Peggle Adventure mode to unlock Peggle Nights!



Choose Your Mood Mode

Adventure Mode:

Play in Adventure Mode and train with all the Peggle Masters! Finish all the levels, you'll earn the title of Peggle Master!



Quick Play: Just want a fast game? In Quick Play you can decide what level to play, or choose Random to have a level selected for you. You may play any level that you've completed in Adventure Mode, and can use any Peggle Master you've unlocked in Adventure Mode.

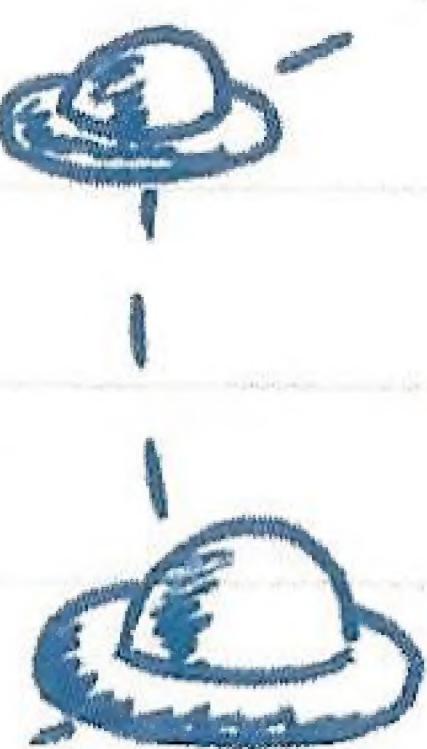
Duel Mode: Compete with a friend — or the computer! — to see who's best. You can play any level you've completed in Adventure Mode and choose from four difficulty settings: Easy, Normal, Hard and Master.

Challenges: Unlock Challenges by completing all the levels in Adventure. See if you can beat all these extra-exciting challenges and add a new trophy to your Trophy Room.

Bonus Underground: It's a super-secret way to score valuable gems, free balls and unlock new levels for Quick Play mode. How do you find it? You can earn a trip to the Bonus Underground in Quick Play or Adventure modes. Each time you hit the purple peg you'll get a Bonus Underground star. After you hit four purple pegs, a gold peg will appear. Hit this gold peg and it will grant you a trip to the Bonus Underground!

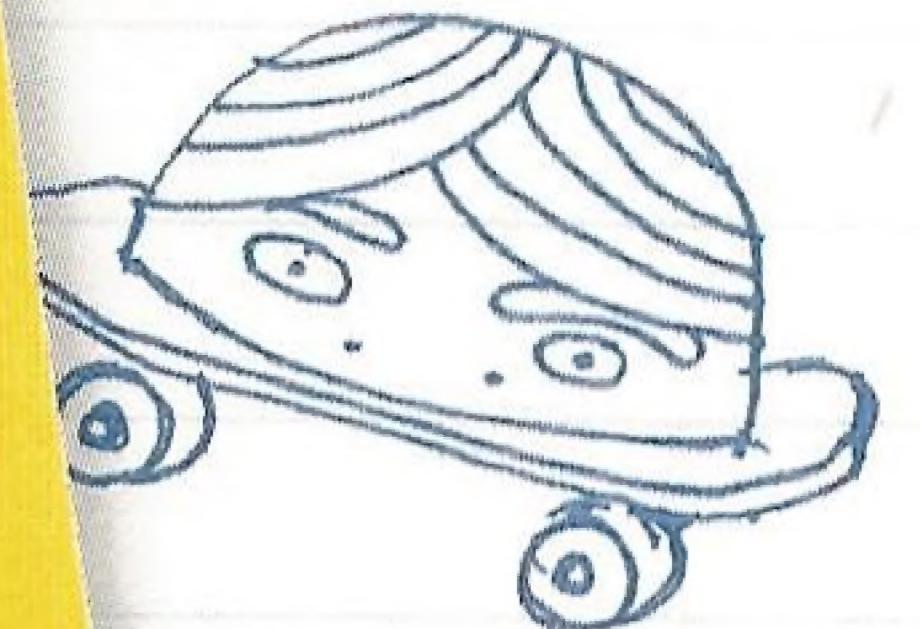


Wooo Hoo

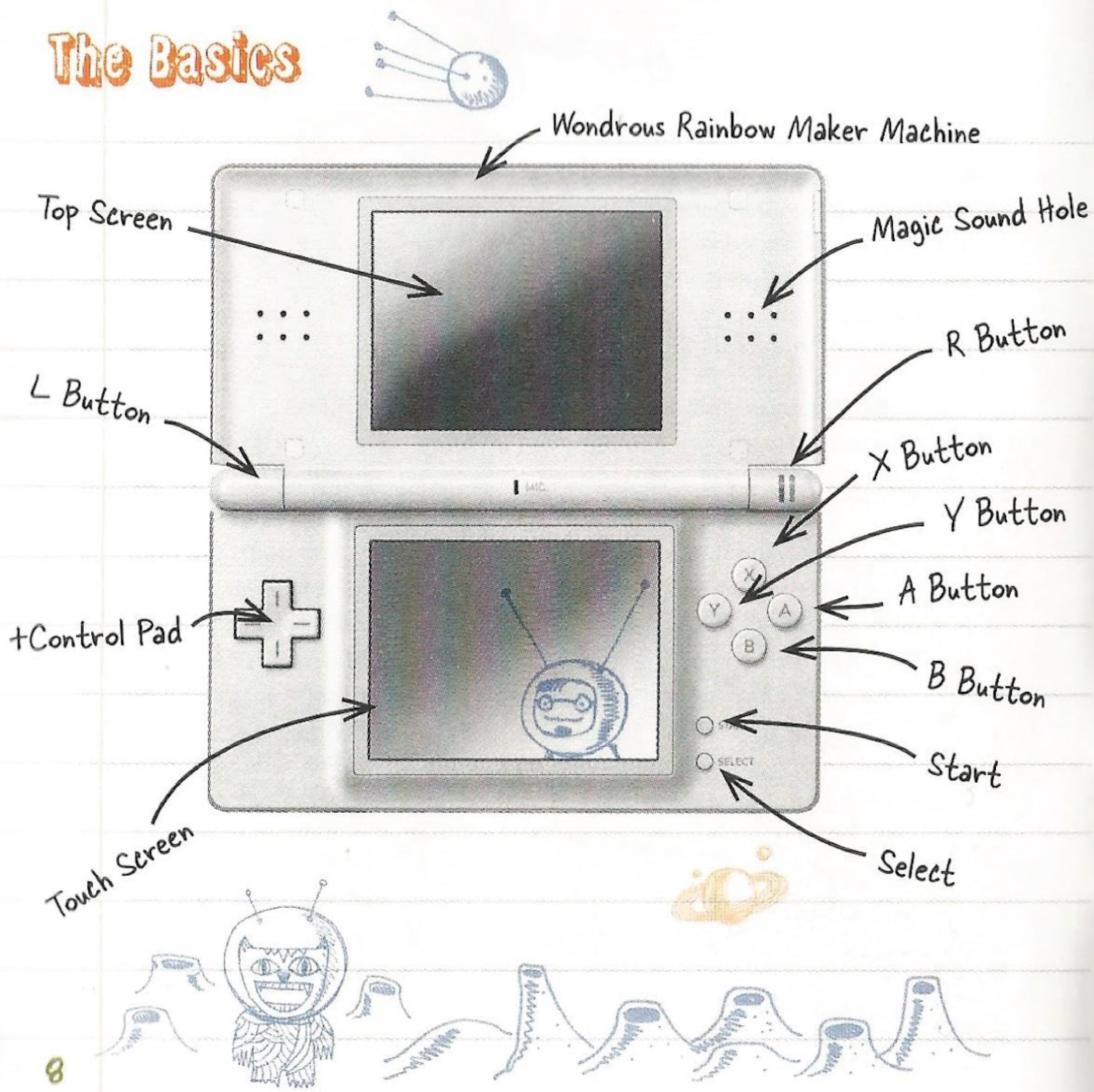


Fever Facts!

In Duel Mode, you must hit at least one orange peg on a shot — or else you'll lose 25% of your level score! And instead of earning Free Balls, you'll have lots more ways to score bonus points!



The Basics



Sorry, there's no mind-control device ready yet for Peggle Dual Shot... here's how you control the game:

Aim & Shoot with a Stylus: You're in complete control with your stylus — touch anywhere on the Touch Screen and the launcher will aim for that spot. Tap the red circle on the ball launcher to shoot.

Stylus-Free Play: You can also use the +Control Pad and Buttons to play the game. Use the +Control Pad to aim the ball launcher and the L and R Buttons to fine-tune the launcher's position. Then press the A or B Button to shoot the ball!

Fast Forward: Getting impatient? Hold the Y Button to speed up time between shots — it'll help you line up a shot to win free balls much faster!

Bonus Underground: Tap anywhere on the Touch Screen or press the A, B, X, Y, L or R Buttons to make the bumpers pulse when you're in Bonus Underground. This will help you control the ball and collect more gems!

Fever Facts!



Hold your stylus on the Touch Screen for several seconds and — poof! — you're in Zoom mode. Now you can fine-tune your shot. Ready to shoot? Press the L or R Button to shoot the ball or lift your stylus to leave Zoom mode and tap the ball launcher to shoot.

The Peggle Board

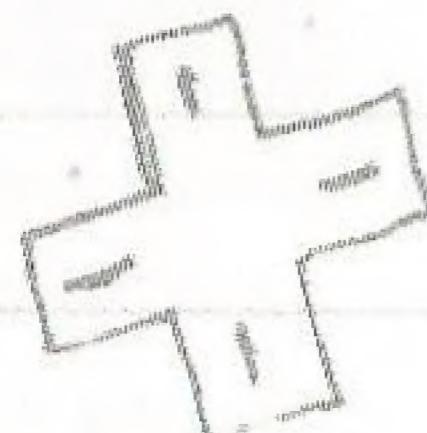
Ball-o-Tron:

The Ball-o-Tron shows how many balls you have.

fun $\times 10 =$ Peggle

Bonus Underground Stars:

Stars light up when you hit purple or gold pegs. Illuminate all 5 stars for a gem-filled trip to the Bonus Underground!



Free Ball Bucket:

The Ball Bucket moves across the bottom of the screen. If your ball lands in the Bucket it will be returned to the Ball-o-Tron for another shot.



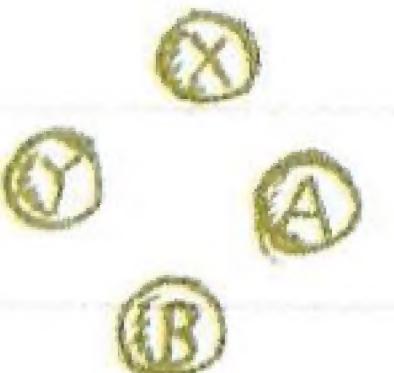
Fever Meter:

As you eliminate orange pegs, the Fever Meter lights up. When you hit certain points on the Fever Meter, a score multiplier increases the value of your pegs.



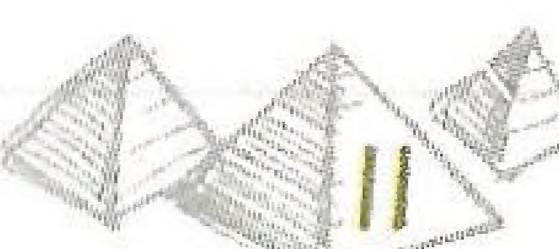
Ball Launcher:

The ball launcher aims and shoots each ball. Aim carefully!



Pegs and Bricks:

You must hit all 25 orange pegs to complete a level. Hitting a green peg will activate a Peggle Master's Magic Power, either immediately or on the next shot. Purple or gold pegs are worth a lot of points — and may earn you a trip to the Bonus Underground! Only one purple peg appears on each turn and its location changes with every shot.





Reaching Bonus Underground

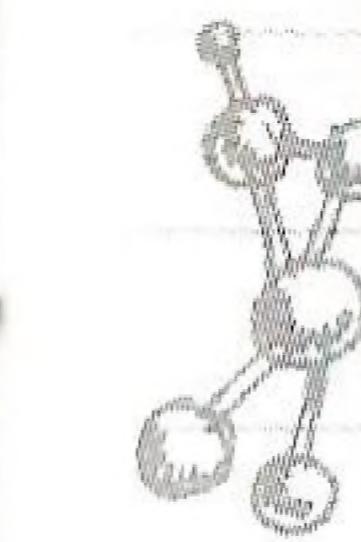
What's the Bonus Underground? A super-secret way to score valuable gems, free balls and unlock new levels for Quick Play mode. How do you find it? In Quick Play or Adventure modes, each time you hit the purple peg you'll get a Bonus Underground star. Fill the five stars near your character's portrait and you'll earn a trip to the Bonus Underground!

Now try this brain-stretcher! Fill in the correct answer for each star:

- ★ Hit the last orange peg together with the gold peg for Extreme Fever Bonus and earn 35 extra gems!
- ★ Gems are worth bonus points, but beware — bonus points are only added to your score if you finish the level by hitting all 25 orange pegs.
- ★ A Free Ball can sometimes be found in the Bonus Underground. Look closely!
- ★ Tap the Touch Screen or press the A, B, X, Y, L or R Buttons to make the Bumpers pulse and collect more gems.
- ★ Keep collecting gems to Unlock more levels in Quick Play mode.

Congratulations! You're ready for the next level!

Keeping Score

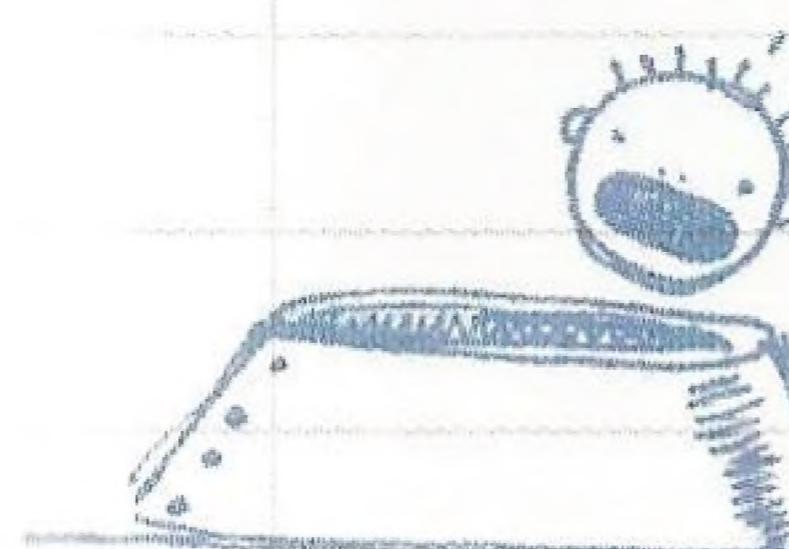


PopQuiz!

How does scoring work?

- A) Each peg you hit adds to your score.
- B) The value of all pegs goes up as you eliminate more orange pegs on the board.
- C) The Fever Meter shows your progress.
- D) Free balls are awarded for 25K, 75K and 125K shot scores. These balls are in addition to the Free Ball Bucket, so you can earn multiple balls in a single shot!
- E) All of the above!

Excellent!



Fever Facts!

Bjorn says, "Psst...If you don't hit any pegs on a shot, we'll flip the Free Ball coin to see if you'll get a Free Ball."

Achieving Extreme Fever

Hit the last orange peg on the board, and you'll finish the level in style with the music and fireworks of Extreme Fever! Sit back and enjoy... you deserve this celebration!

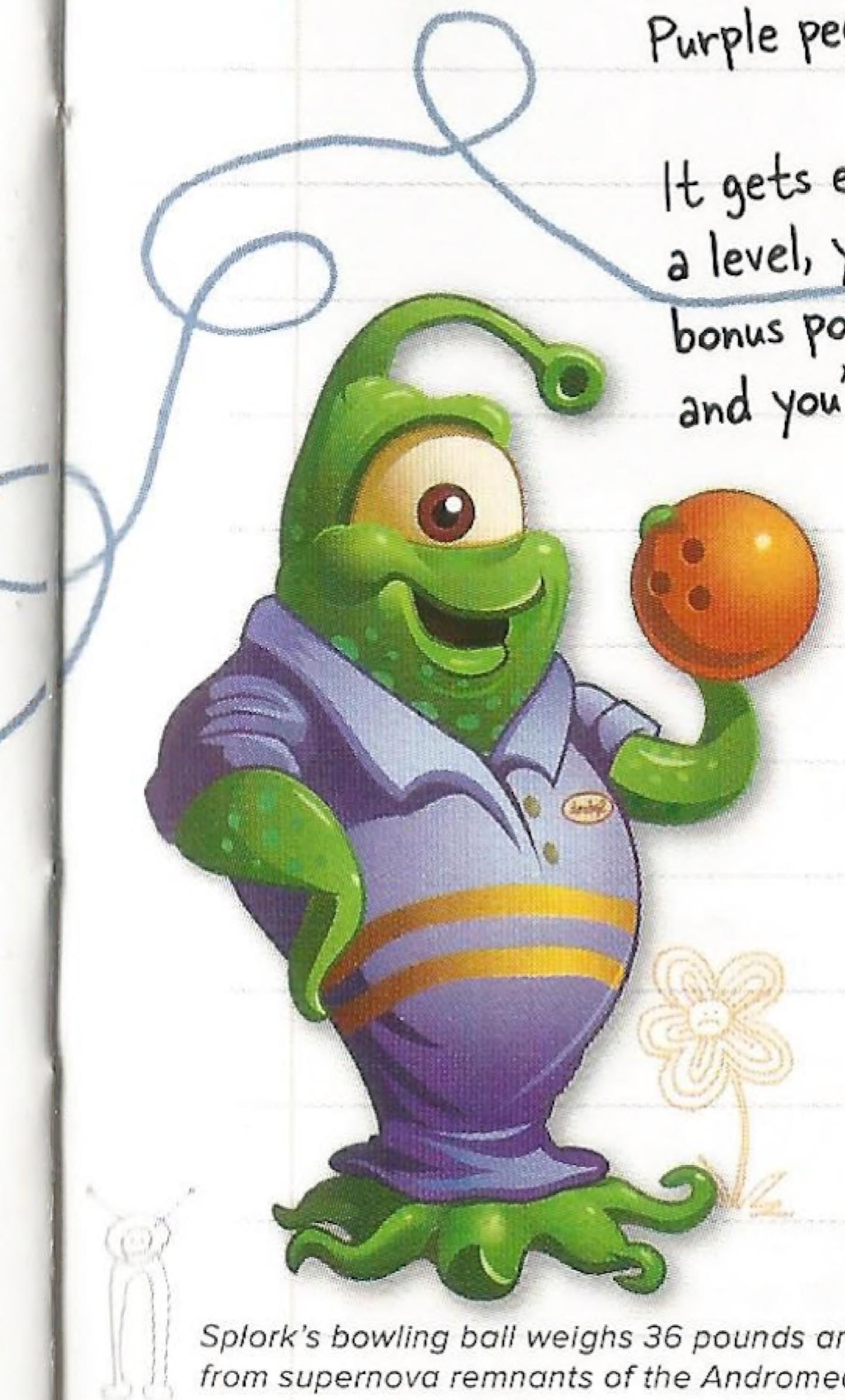
At the end of the Extreme Fever celebration, the ball will fall into one of five bonus buckets at the bottom of the board, adding extra points to your total score.



Fever Facts!

Strike the blue and green pegs after achieving Extreme Fever and you'll earn 1,000 points each. Purple pegs are worth 10,000 points post-Fever!

It gets even better... if you can clear all the pegs on a level, you'll achieve Ultra Extreme Fever! All the bonus point areas are now worth 100,000 points — and you'll win a special All Pegs Cleared ribbon!



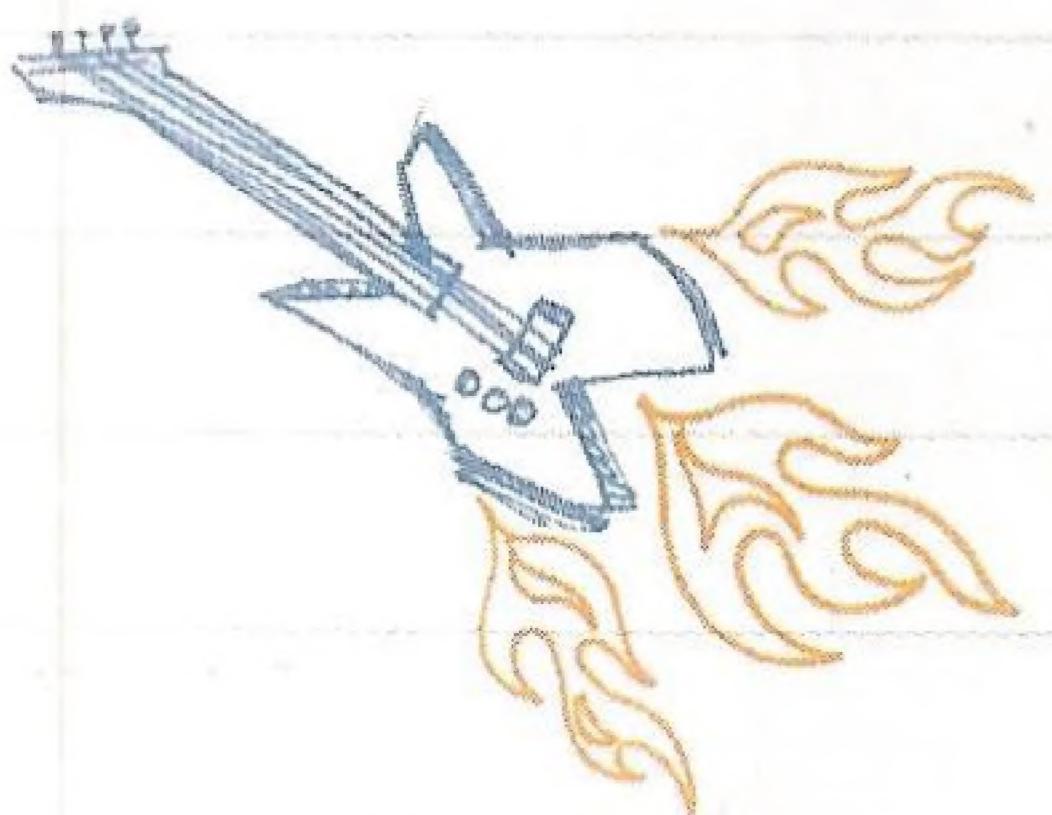
Splork's bowling ball weighs 36 pounds and is made from supernova remnants of the Andromeda X.

Rumor has it that a secret rank of Peggle Mastery awaits those who earn All Pegs Cleared ribbons for every Peggle level!

Unlocking Progression

As you make your way through Adventure mode, you'll meet new Peggle Masters and take a shot at new levels! Any Peggle Master you've met in Adventure mode is playable in the other game modes. Also, any level you've completed in Adventure is playable in Quick Play and Duel.

After completing all the levels in Adventure mode in Peggle or Peggle Nights, new challenges await you. Be careful — these challenges can be tricky for even the most seasoned Peggle Masters!

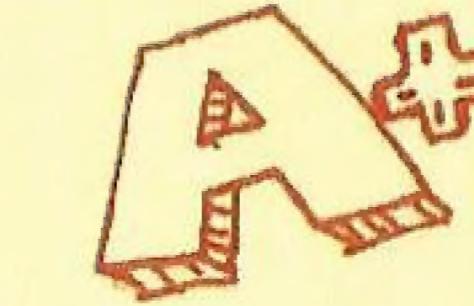


Share the joy
with friends

You can wirelessly send a trial version of Peggle Dual Shot to friends and family using the DS Download Play option. Ask them to select "DS Download Play" on their Nintendo DS® while you select Extra -> Send Trial.



FINAL EXAM

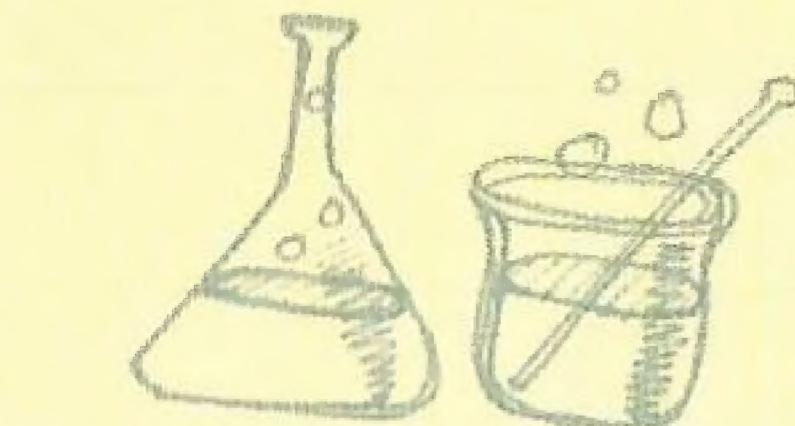


1. How do you start the game?

- A) It's easy, and I already know.
- B) I don't know, but I'll go back to page 5 to find out!
- C) I'm back from page 5... you insert the game cartridge and turn on the system!

2. Who is Bjorn?

- A) The founder of the Peggle Institute.
- B) The inventor of Peggle.
- C) The greatest unicorn of all time.
- D) All of the above! (Hint: Choose this one!!)



3. True or false: You can visit the Trophy Room and check your progress in the game by selecting Extras > Play History.

True / False

4. True or false: This test is only the beginning... the real test is how you play the game!

True / False / Okay, no more questions...

I'm gonna go play!

Applause

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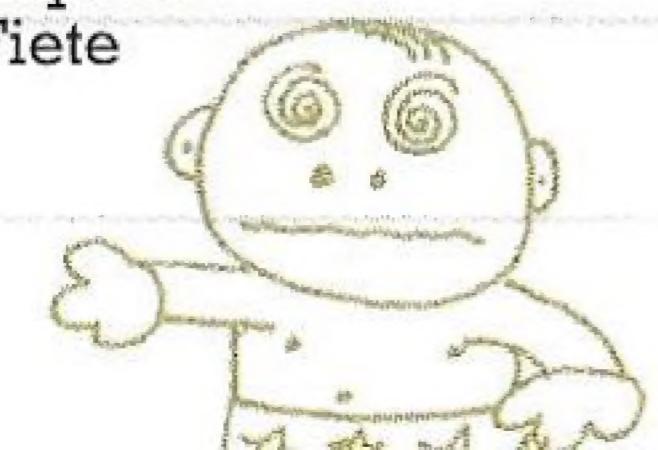
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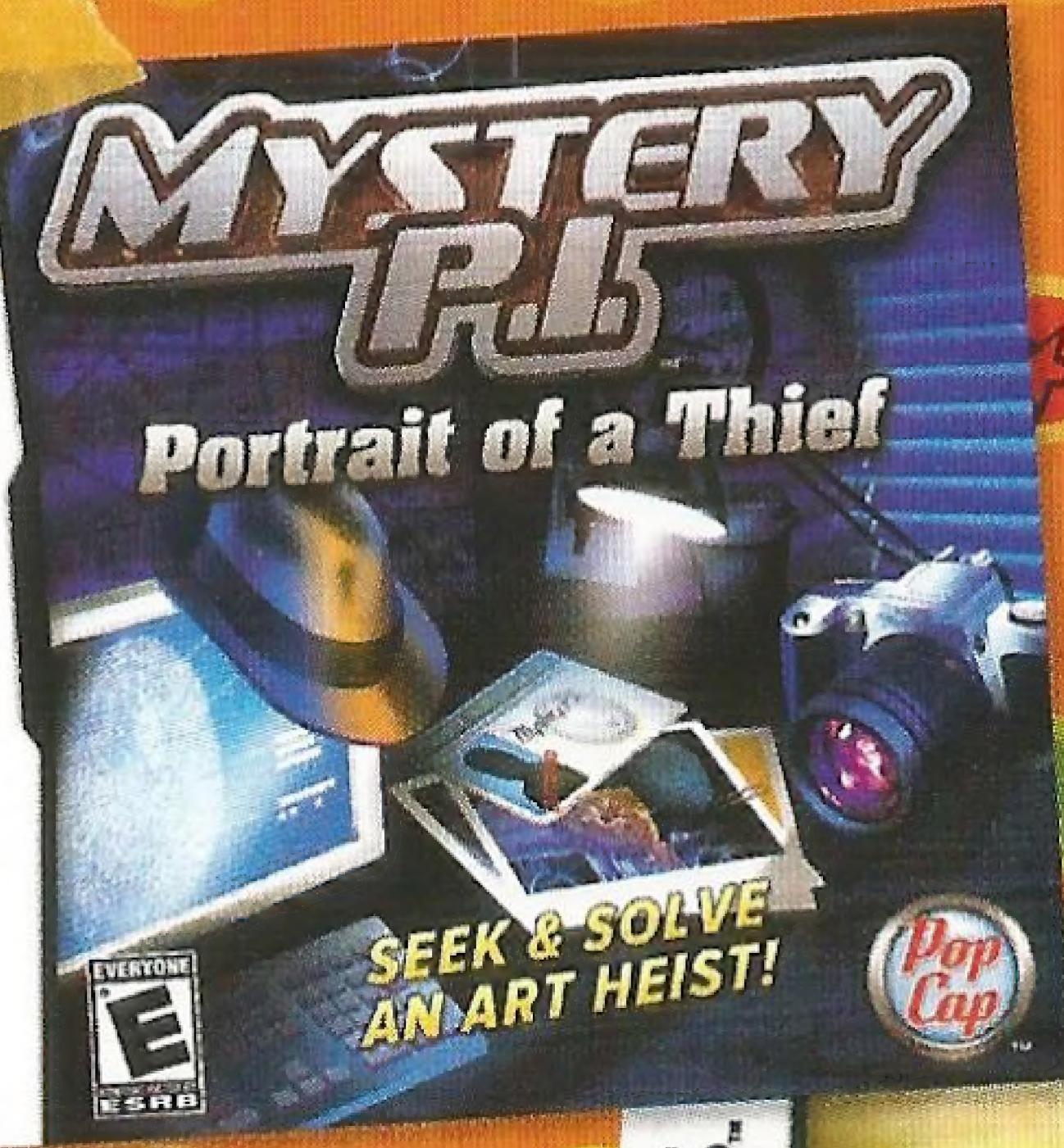
10.2. For users located outside of North America. If you are located outside North America, this EULA shall be governed by and construed in accordance with the laws of Ireland, excluding its conflict of laws rules, and specifically excluding the United Nations Convention on Contracts for the sale of International Goods. You agree that the courts of your home country and the courts of Ireland shall have jurisdiction to hear and determine any suit, action or proceeding that may arise out of, or in connection with, this EULA.

11. NOTICES; HOW TO CONTACT POPCAP. The Game is made available to you by PopCap Games, Inc., located at 2401 4th Ave, Suite 810, Seattle, WA 98121 (or at an updated address posted online at www.popcap.com).

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